Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the

application:

Listing of Claims:

Claim 1 (currently amended) A gaming machine comprising:

data reading means for reading game data from a token with built-in IC chip; and

data transmission means for transmitting the game data being read out by the

data reading means,

wherein the data reading means comprises an upward-facing recess such that

the token with built-in IC chip is fitted into the recess;

wherein the upward-facing recess is provided on a support disposed next to a

display device which shows progress of a game; and

wherein an action figure is attached to the token with built-in IC chip in a

detachable manner.

Claim 2 (currently amended) The gaming machine according to Claim 1, further

comprising:

stop signal reception means for receiving a stop signal so as to stop

commencement or the progress of the a game; and

game stop means for stopping the commencement or the progress of the game

based on the game data.

Claim 3 (previously presented) The gaming machine according to Claim 2, wherein the stop signal is transmitted depending on a degree of difference between pre-recorded data and the game data transmitted by the data transmission means, the pre-recorded data and the game data being compared with each other.

Claim 4 (currently amended) A system for managing a game being used for a computer network comprising:

at least one gaming machine comprising data reading means for reading game data from a token with built-in IC chip; and

a server comprising:

data acquisition means for acquiring the game data being read out by the data reading means of the gaming machine; and

data storage means for storing at least the game data being acquired by the data acquisition means,

wherein the data reading means comprises an upward-facing recess such that the token with built-in IC chip is fitted into the recess;

wherein the upward-facing recess is provided on a support disposed next to a display device which shows progress of the game; and

wherein an action figure is attached to the token with built-in IC chip in a detachable manner.

Claim 5 (currently amended) The system for managing the game according to Claim 4, further comprising:

data comparison means for comparing the game data being acquired by the data

acquisition means with pre-recorded data stored by the data storage means; and

game stop signal transmission means for transmitting a stop signal to the gaming

machine in order to stop commencement or the progress of the game in a case where

identification data included in the game data acquired by the data acquisition means is

not found in the pre-recorded data stored in the data storage means in the comparison

of the game data with the pre-recorded data.

Claim 6 (previously presented) The gaming machine according to Claim 1,

wherein the data reading means further comprises another upward-facing recess such

that another token with built-in IC chip is fitted into the other recess, thereby allowing

two tokens with built-in IC chip to be simultaneously used.

Claim 7 (currently amended) The gaming machine according to Claim 1,

wherein the upward-facing recess is provided with a protrusion from a peripheral rim of

the recess such that a notch provided in the token with built-in IC chip engages with the

protrusion an action figure is attached to the token with built-in IC chip.

Claim 8 (currently amended) The system for managing the game according to

Claim 4, wherein the upward-facing recess is provided with a protrusion from a

peripheral rim of the recess such that a notch provided in the token with built-in IC chip

engages with the protrusion an action figure is attached to the token with built-in IC

chip.

Claim 9 (currently amended) A gaming machine utilizing a token with built-in IC chip, comprising:

an information reader, which reads game data from the token with built-in IC chip; and

a data transmitter comprising an interface circuit, which transmits the game data read by the information reading device;

wherein the information reader comprises an upward-facing recess such that the token with built-in IC chip is fitted into the recess;

wherein the upward-facing recess is provided on a support disposed next to a display device which shows progress of a game; and

wherein an action figure is attached to the token with built-in IC chip in a detachable manner.

Claim 10 (currently amended) The gaming machine according to claim 9, wherein the information reader further comprises another upward-facing recess configured such that another token with build-in IC chip is fitted into the other recess, thereby allowing two tokens with built-in IC chip areto be simultaneously used.

Claim 11 (currently amended) The gaming machine according to claim 9, further comprising:

a CPU;

wherein responsive to a stop signal received via the interface circuit a process for stopping the commencement or the progress of the game is carried out by the CPU.

Claim 12 (currently amended) The gaming machine according to claim 9, wherein the stop signal represents a degree of difference between pre-recorded data and the game data transmitted by the data ~~transmission unit~~ transmitter.

Claim 13 (currently amended) The gaming machine according to claim 12, wherein the stop signal represents the degree of ~~differenced~~difference between identification data included in the transmitted game data and the pre-recorded data.

Claim 14 (currently amended) The gaming machine according to claim 9, wherein <u>the upward-facing recess is provided with a protrusion from a peripheral rim of the recess such that a notch provided in the token with built-in IC chip engages with the protrusion</u> ~~an action figure is attached to the token with built-in IC chip~~.

Claim 15 (currently amended) The gaming machine according to claim 9,

wherein the gaming machine utilizes an ordinary token without a built-in IC chip<u>;</u>

<u>and</u>

<u>wherein the ordinary token is inserted into a token insertion slot disposed on another side opposite to a side where the support is disposed.</u>

Claim 16 (currently amended) A system for managing a game, comprising:

at least one gaming machine which reads game data from a token with built-in IC chip, and

a server which acquires the game data being read by the gaming machine, and stores the acquired game data;

wherein the gaming machine comprises an upward-facing recess such that the

token with built-in IC chip is fitted into the recess in order to read the game data;

wherein the upward-facing recess is provided on a support disposed next to a

display device which shows progress of the game; and

wherein an action figure is attached to the token with built-in IC chip in a

detachable manner.

Claim 17 (currently amended) The system for managing the game according to

claim 16, further comprising:

a data comparator, which compares the read game data with pre-recorded data

stored at the server; and

a transmitter, which transmits a stop signal to the gaming machine in order to

stop commencement or the progress of the game in accordance with the game data

acquired by the server in a case where identification data included in the read game

data is not found in the stored pre-recorded data after comparing the game data

acquired by the server with the pre-recorded data stored at the server.

Claim 18 (currently amended) The server system for managing the game

according to Claim 16, wherein the upward-facing recess is provided with a protrusion

from a peripheral rim of the recess such that a notch provided in the token with built-in

IC chip engages with the protrusion an action figure is attached to the token with built-in

IC chip.

Claim 19 (currently amended) The ~~server~~ system for managing the game according to Claim 16, wherein the gaming machine also utilizes an ordinary token without a built-in IC chip <u>such that both token with built-in IC chip and ordinary token may be paid out from respective openings.</u>